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ABSTRACT

A method for reducing the transport delay in a computer image generator. The first step is dividing a single frame buffer into a plurality of screen bins. Next is storing primitives in each screen bin the primitives touch. Then the screen bins are rendered by row from top to bottom.

- 5 Finally, at least one rendered screen bin is displayed from the single frame buffer before the rendering of all the screen bins has completed for the frame buffer. Preferably the step of displaying of the screen bins rendered should be started when the rendering is at least  $\frac{1}{2}$  completed. In some cases, the step of displaying of the screen bins rendered can be started after at least one row of screen bins has completed rendering. A hardware interlock can be used to
- 10 ensure that the rendering process does not advance past the display process.

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